Goime 500 Current Route (Advanced)

This route is used in the current V1.1+ (V1.14) world record speedrun of 4:27.614 by LIGHTSTARE GD. The creator of this route is athena.

- Start the game
- Immediately ghost to the red portal below
    - Stop ghosting once you get to the portal
- Go left, jump over the gap, run off the building (don't jump off)
- Once you die and respawn, ghost again to the red portal
- Go left, ghost down and touch the light
- Walk over the slime and water buttons, but don't let the water touch you
- Once you turn green after being slimed, ghost down and turn on the party lights
- Hit the three color blocks once each, from left to right
- Go into the brown portal and go immediately back through
- Hit the three color blocks once each again, this time right to left
- Turn off the party lights
- Hit the corresponding color blocks in this order: 1 , 2 , 1
- Ghost down to the water tubes, drain all of the way, reset, reset half of the way
    - Make sure you are over the reset button when ghosting down
- Collect coin 8, ghost through the wall to the light blue portal
- Go through the invisible room, collect coin 2, stay in for ten seconds, exit
    - While going through or waiting for 10 seconds to pass, press Z+X, C+Y, B+S, Q, left+right, up+down, click on all of the options at the top, move with map up, press m+h
    - If you aren't fast enough to do all of this in the short time, you can do the rest during the ten second marathon later
- Leave after 10 seconds, collect coin 4, ghost down to the balcony, hit the light again on the way down, ghost from balcony to white portal
- Climb the blue blocks up to the star to the left, jump back to white portal
- Collect coin 3, land on chain reaction block
- Ghost into green room, collect coin 5, exit through top
    - You can also exit by "ghost jumping" - pressing up then g one frame later or both at the same time, then unghosting
- Go through dark blue portal, ghost into "happy hole"
- Take test 5 times:
    - 1. True three times, 2. True three times again, then press "False" at the beginning test screen to "study", 3. True, False, True, 4. False, True, False, 5. True three times again again

- While spamming true on test (holding up), scroll with the scroll bar on the achievements list to halfway down
- Destroy earth, go through black portal, ghost to die
- Go left, ghost into room next to red portal, then jump into red portal
- Press g + right once you're through to be where earth was (it should be destroyed)
- Go to the right after you respawn, stand on the orange platform, stand on the hill, jump within talking range of the Guy, but don't land on ground and die
- Go back to guy, and press the keys: 331131312133333
    - You can escape suicide but still get the achievement by jumping right as you press the final 3
- Jump back to Guy, ghost to scare him but don't die (do this by ghosting in mid-air)
- Recreate earth, ghost to die
- Ghost to red portal, land on recreated earth, jump three times
- Go to the paints, turn all on, turn black, press left then right many times until you get "Pepper Shaker" achievement
- Jump up to black room
- Ghost into the fan conquerors room
- Turn off fan, touch it
- Go back, turn on rainbow platform (??? button), turn on fan, ghost-jump next to blowing fan to land on platform above, stand on rainbow platform (if you are confused, go here and slow it down, it goes fast)
- Ghost-jump back into black room, climb up to observatory (top of room), ghost down into secret room **and make sure you unghost to touch the floor of the room**
- Ghost down and collect coin 9
- Ghost down to paints
    - Turn cyan by turning off pink and yellow
    - Then turn white by turning off cyan, press left the right many times to get "Salt Shaker" achievement, ghost in midair to get another achievement
    - Turn red by turning on pink and yellow
    - Turn green by turning off pink and turning on cyan
    - Turn blue by turning off yellow and turning on pink
    - Turn pink by turning off cyan
- Go right, ghost through tan pillars
- Make jumping illegal, jump
- Use map in jail, wait until sentence is over
- Jump many times until sentence is over ten seconds, ghost out of jail

- Do not jump for these next instructions unless told to:
- Go down stairs and go through the pink portal
- Drop down to ledge to the left and ghost down to the shop
- Buy the bottom two items, the singing lesson and e-guy
- Type 33 next to e-guy, then jump
- Ghost out of jail
- Ghost down so you're over the blue (numbers) building, ghost and land on a platform below and make sure you ghost over the clear button
    - You shouldn't have anything typed in
- Go to Guy, type 12 over and over until you get "Real Talker" achievement
- Jump, ghost out of jail again, die
- Ghost into red portal, ghost onto Earth, jump
- Ghost out of jail, go right and land on the dark blue portal
- Ghost down to and land on Plum, jump
- Ghost out of jail, make jumping legal again
- You can now jump
- Collect coin 10
- Ghost down to Marathon, complete it 5 times
    - Collect coin one during one of the laps
    - Complete one lap over 10 seconds
- Ghost down to Blue building where you type in numbers (there are no names for these buildings i don't know what to call them)
- Type these in this order:
    - 12345, 314, 360, 404, 729, 99, your # of achievements (you should have around 385), 1000000000
    - If you haven't pressed 8 (i.e. your # of achievements is below or above 380), make sure you press it
- Fall into infinite loop in green portals
- Go into the Pink Zone (You should still be pink)
- Type 11122311 to pink zown owner
    - Collect coin 7 in the process
- Ghost into red portal, Go to paints, turn red (pink + yellow)
- Ghost down and pick up Coin 6, you will die in the process
    - This is hard, practice it a lot and you can get a feel for it
- Once you respawn, ghost down to red portal
- Go left and ghost down to hit the light a third time, knocking it down
- Go down to arcade by ghosting, but don't fall for too long or you'll die
- Play these games in this order and det these achievements:
    - Space Invaders: Win, lose

    - Avoider: get past 20, die (lose)
    - Pong: Win, Rally, lose
        - While losing Pong (just stand on the left/right button the whole time) use the scroll bar to scroll to the bottom of the achievements and click on them, click the up & down arrows on the achievements list as well.
- Ghost down to Shop (Don’t hit the black portal) and while a ghost click on your player
- Buy everything else in the shop, do the buyable platform
- Ghost down to die
- Go to the save button, save, exit, come back
- Click the up and down arrows on the achievements area
- Press space
- Do what other achievements you have to do
- If you haven't died 20 times, die once between the pink and orange platforms next to spawn
- Die once by ghosting into the pink area or being a different color (you should be red by now)
- Done!

If you have memorised this route fully, you should watch the current WR video and adopt the optimized movement that it uses to get better times.